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R U L E S

OF

THE GAME

OF

EUCLARE,

BY

SINCLAIR JEROME.

New York:

JOHN POLHEMUS,
102 NASSAU STREET, COR. ANN.

Price, 15 Cents.

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RULES

OF THE

Game of Euchre;

AS ESTABLISHED BY THE LEADING
EUCHRE PLAYERS OF THE
UNITED STATES.

COMPILED AND ARRANGED BY

SINCLAIR JEROME.

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New York:
JOHN POLHEMUS,

102 Nassau Street, cor. of Ann.

1877

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INTRODUCTION.

This little work is intended to fill a want that has long been felt by lovers of the game of Euchre. A purely American game, played everywhere from Bangor to the Brazos, and the Atlantic to the Pacific—as popular in club card-rooms and the parlors of the rich as in the tent of the soldier or the camp of the miner—it is believed that this is really the first attempt ever made to establish a set of rules for the game that commend themselves for their simplicity and thoroughness, having for their basis—good, strong common sense.

The author has had the benefit of the advice and suggestions of many of the best players in New York, in regard to several hitherto considered knotty points, and he firmly believes that this work will be accepted as the standard authority for the game—as much so as Schenck's LAWS OF DRAW POKER or James Clay's WHIST.

It will be noticed that no reference is made herein to what is known as "Railroad Euchre." The writer does not regard that game as legitimate, and hence he has completely ignored it.

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THE GAME OF EUCHRE.

Euchre is a quick game, and any dwelling upon the hands should be discouraged.

1. *The Cards.*

EUCHRE is played with thirty-two cards, viz: the four Aces, Kings, Queens, Jacks, Tens, Nines, Eights and Sevens.

2. *Rank of the Cards.*

IN TRUMPS:

Right-Bower or Jack of Trumps, Left-Bower or Jack of the same color as Trumps, Ace, King, Queen, Ten, Nine, Eight, Seven.

IN THE SUIT OF THE SAME COLOR AS TRUMPS:

Ace, King, Queen, Ten, Nine, Eight, Seven.

IN THE OTHER TWO SUITS:

Ace, King, Queen, Jack, Ten, Nine, Eight, Seven.

3. Rank in Cutting.

In cutting, the highest has the choice, and Jack is high, Ace next, then King, Queen, Ten, Nine, Eight, Seven.

4. Cutting for Partners, etc.

In cutting, if two cut alike, and their cards are neither the two highest nor the two lowest, they must cut again, and he who then cuts higher than the other, plays with him who originally cut the highest card—and they have the deal as well as choice of cards and seats.

If three cut alike, they cut over; and if originally they cut above the fourth, the lowest on the second cut plays with the fourth; and the others have choice of cards, &c.; but if originally they cut below the fourth, the highest on the second cut plays with the fourth, and they have the choice.

5. Dealing.

The cards having been shuffled by the dealer's left-hand adversary, (the dealer having the right to shuffle after him,) and cut by the dealer's right-hand adversary, the dealer shall deal them, by giving the first two cards to each player, and then three to each; or first three cards to each, and then two to each, commencing in either case with his left-hand adversary;

and shall turn the top card remaining undealt, and place it on the pack, face up, as trumps. Should the dealer turn as the trump card any other than the twenty-first card, and the mistake be not discovered until after the first player has declared, it is a misdeal, and the deal passes. Should a card be faced in dealing, either of the dealer's adversaries may demand a new deal before the trump is turned, but no forfeiture of the deal ensues before the trump is turned, and the dealer has the right to correct any mistake before turning the trump. Should a card be faced in dealing, and a new deal be not demanded as provided above, such card shall not be considered an exposed card. After the trump is turned, no mistake in dealing can be rectified, and the giving of too many or too few cards to any player, shall cause the dealer to lose the deal, and it shall pass to the next player on his left, except that if one of the dealer's adversaries looks at his cards before the trump is turned, the dealer shall not lose the deal for giving said adversary too many or too few cards. Any claim as to error in the mode of dealing the cards must be made before the trump is turned.

After the trump is turned, should any player discover that he has in his hand a card not included in the thirty-two mentioned in Section 1, or should it be found that duplicate cards, or cards not belonging to the pack, are out, the deal shall be void, but the dealer shall be entitled to deal again.

6. The Privilege of each Player.

The trump being turned, the first player on the left of the dealer must do one of the three following—pass, order up the trump, or play it alone—the latter including the second. Should he do either of the last two, the dealer has the right to discard one of his cards and take the trump card in its place. Should the partner of the first player so elect, he may, on the first player having ordered up the trump, declare that he will play it alone, whether the first player has said alone or not; in the former case he shall say, “I take it out of your hands,” or words to that effect; but said partner must announce his intention to play it alone before the first player has led. Should the first player “pass,” the second player (the dealer’s partner) has the same privileges that the first player had, the term for ordering up the trump in his case being usually called “assisting;” and the dealer, in the event of his partner assisting, or announcing that he will play it alone, has the right to play it alone, provided that he declares that he will do so before he has discarded and the first player has led. Should the second player pass, the third player has the same privileges that the first player had; but the first player cannot play it alone on his partner’s ordering up the trump, or declaring that he will play it alone. Should the third player pass, the dealer may take it up (by discarding a card), declare to play it alone (which includes taking it up), or turn it down. Should the

dealer take it up, he can say "alone" at any time before he has discarded and his left-hand adversary has played. Should the dealer turn down the trump, he shall take the trump card from the top of the pack and shall put it at the bottom, face exposed, whereupon the first player on his left has the privilege of naming any one of the other three suits as trumps, or of passing. Should he do the former, and wish to play it alone, he must say "alone at ——," or "—— alone," with no interval between the words—failing to do which, either of his adversaries may compel him to play it with his partner;—with this exception, that his partner has the right to play it alone at the suit named, if he so declare before the first player has led. Should the first player pass, the second player and his partner have the same privileges respectively that the first and third have just had. Should the second player pass, the third has the same privileges that the first and second had, and should he pass, the dealer has them. Should the dealer pass, the deal is over and passes to the next player on the left.

NOTE.—The right of a player to play alone is the same the second time around as the first, and the same rules govern.

Should any player, after the trump has been turned down, say that he makes it the suit which has been turned down, either by mistake or otherwise, it shall be considered that he has passed, and the right of making it shall be lost to him.

If both the dealer's opponents pass and the dealer turns down the trump, or if on the second time round both pass and the dealer throws his cards in the pack, the fact that his partner has said nothing makes no difference.

7. General Note on Playing Alone.

No player can play alone unless he or his partner has ordered up or taken up the trump, or has made the trump.

No player having passed a trump can play it alone at that trump, and no player who has passed a second time can play it alone during that deal.

8. One Option only allowed.

No player shall have two options at the same suit, and a player having announced what he will do, cannot change, nor add anything to, his declaration; and no player having "assisted" can afterward play it alone.

9. The Play.

The trump having been made, the first player who is playing on the left of the dealer, must lead one of his cards, it being optional with him to lead what he chooses (except as provided in Section 12). Each other player who is playing, must then in his turn fol-

low suit if he can. If he cannot follow suit, he may play any card that he sees fit (except as provided in Section 12). When the last player, who, in this instance, will be the dealer, provided his partner is not playing alone, has played, one of the side which played the best card on the trick shall gather it, and the player who played the best card shall lead, and this shall continue until all the cards are played, when the next player on the left of the dealer becomes dealer. Should a player, whose partner is not playing alone, throw the whole or a part of his cards in the pack, the opposite side shall be entitled to count all that they could have counted had they taken all five tricks, provided they claim the said count at once.

If a player leads out of turn, any one of the other players may call upon him to take back his card and leave it on the table as an exposed card, provided that neither of the adversaries of the player making the mistake can force him to do so after one of them has played on the mislead, nor can his partner do so after playing on it himself.

10. *Revokes.*

It having been stated in Section 9, that each player must follow suit if he can, any player violating this rule commits a revoke, the penalty for which (see Section 18), can only be enforced against him by proving the revoke, viz: by turning the trick in which the

revoke was committed and showing it, together with the subsequent trick in which he played one of the suit which he had previously refused, and for this purpose the side claiming the revoke have the right to see any trick that has been taken—but not until all five tricks have fallen.

After the cards are mixed, no revoke can be claimed ; but if one side claim a revoke, and the other side mix the cards without allowing them to be seen, the side claiming the revoke are entitled to count it the same as if they had proved it.

II. *Turning the Tricks.*

It is the duty of the player on each side who gathers the tricks, to turn them as he gathers them ; and any player who has revoked may reclaim his card and substitute one of the suit led, provided that he does so before the trick is turned and quitted ; or if it is not turned, before he or his partner has played again, and in case of such substitution, no penalty shall accrue against him, except that the card played in error becomes an exposed card, and if one of his adversaries has played after him, said adversary shall be allowed to take back his card and play another if he so elect, in which latter case the card taken back by said adversary does not become an exposed card. No player can change his card in any other instance than the above.

12. *Exposed Cards.*

Any card shown or exposed in any way by a player, except as provided in Sections 5 and 11, must, on the demand of either adversary, be laid on the table in front of the player exposing it, and can be called by either adversary, whenever it is the turn of said player to play—provided that it does not constitute a revoke to enforce its play, and provided that the player has not played on the trick on which it is desired to call the exposed card, another card prior to the calling of the exposed card. No player can, by exposing his hand, prevent his partner from playing the hand out; his cards merely becoming exposed cards.

13. *Calling for Information as to who played any Card.*

Any player may, at any time before a trick is gathered, call upon each player to designate the card played by him.

14. *Interference of the Partner of a Player who is Playing Alone.*

The partner of a player who is playing alone is in the same position as a spectator. He has no right to make any remark, and should he do so during the hand, or should he play on any trick, it shall be optional with his adversaries to compel him to play the

hand with his partner, or to abstain from playing ; and in case they should do the former, the count or penalty shall be the same as if no lone hand had been attempted.

15. *Asking Questions, etc.*

It is allowable for a player to ask his partner, on the latter refusing a suit, whether he has none of that suit, provided that his partner is not playing alone.

It is allowable to ask what suit is trumps. It is allowable, before playing on a trick, to ask your partner which card he played on that trick. It is allowable to advise your partner what to do at any time before the trump is turned, but not afterward, and any violation of this rule shall, at the option of the opposite side, vitiate the deal and render a new one necessary, the same as in a misdeal ; but such option must be exercised at the time of the violation.

16. *Seeing Tricks that have been Turned.*

It is allowable for any player to see the last trick that has been turned ; or, if the tricks are not turned, to see the trick prior to the one on the table, but no other, except as provided in Section 10.

17. *Counting.*

A player going it alone and making all five tricks, counts 4. Two players together, making the trump-

and making all five tricks, count two. A player going it alone and making three tricks, counts 1. Two players together making the trump and making three tricks, count 1. Four tricks count the same as three.

18. Penalties.

A player going it alone and not making three tricks, is euchred, and his adversaries count 4. Two players together making the trump and not making three tricks, are euchred, and their adversaries count 2. A revoke counts the same as a euchre, viz: in a lone-hand or against a lone-hand 4, in any other 2, against the party or parties revoking; but in no case can more than four be made or lost in a deal where a lone-hand is played, or more than two in a deal in which all four players play; and in no case can a player or a side count anything in a hand in which he or they pay a penalty for revoking, the only count shall be that taken by the opposite side for the revoke. The count for a revoke takes precedence of all other counts. Should both sides revoke in the same deal, the side making the first revoke pay the penalty, and the subsequent revoke by the other side is nullified, the theory being that the hand was ended when the first revoke was made.

19. *The Game.*

The side first making five points win the game; but should a side omit to record any points made by it, the count cannot be corrected after turning the next trump subsequent to such omission, unless the opponents admit the correctness of the number sought to be substituted for that taken at the time, and no claim of overcount can be made after the next trump is turned.

RULES OF THE GAME

OF

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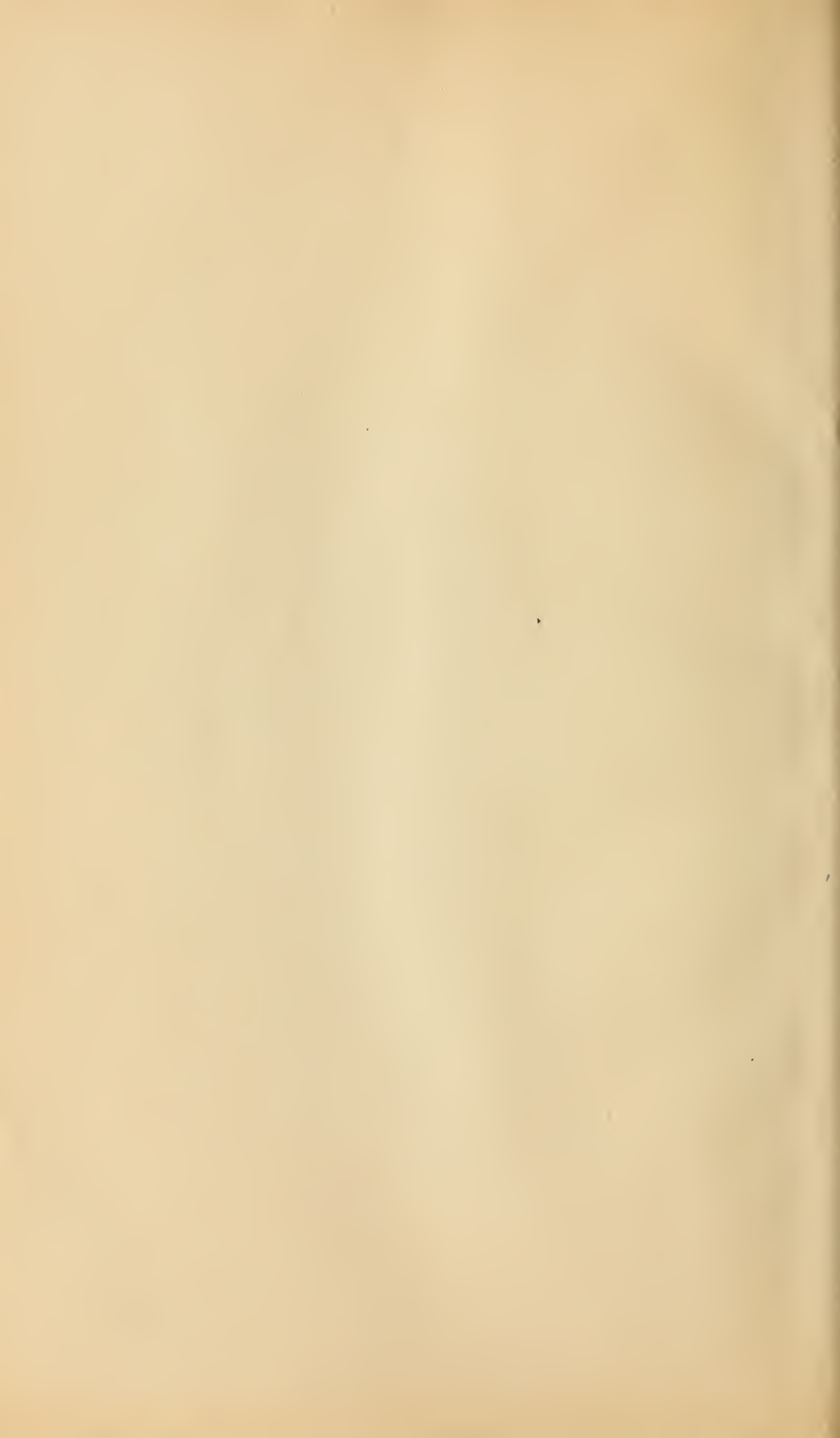
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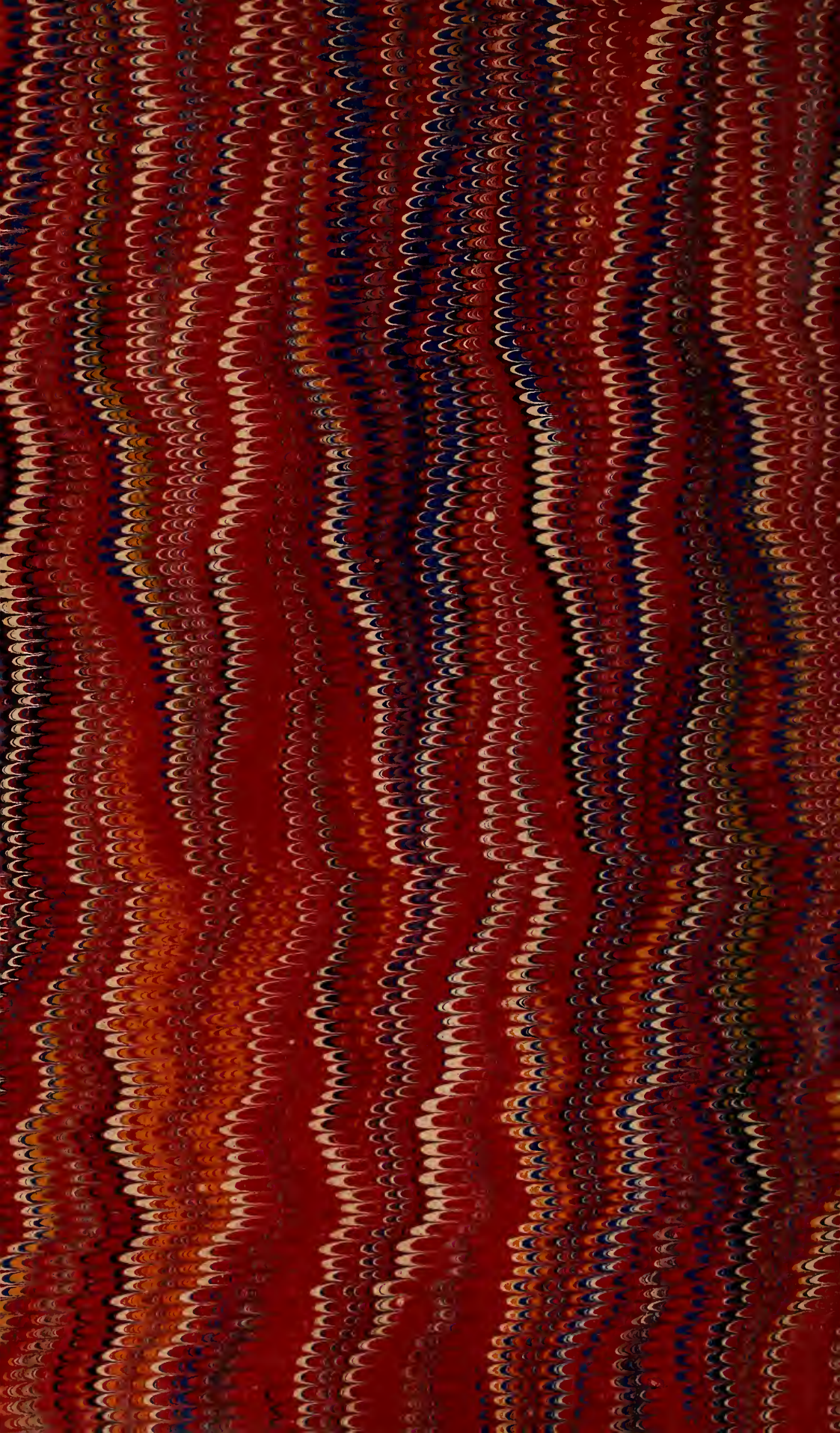
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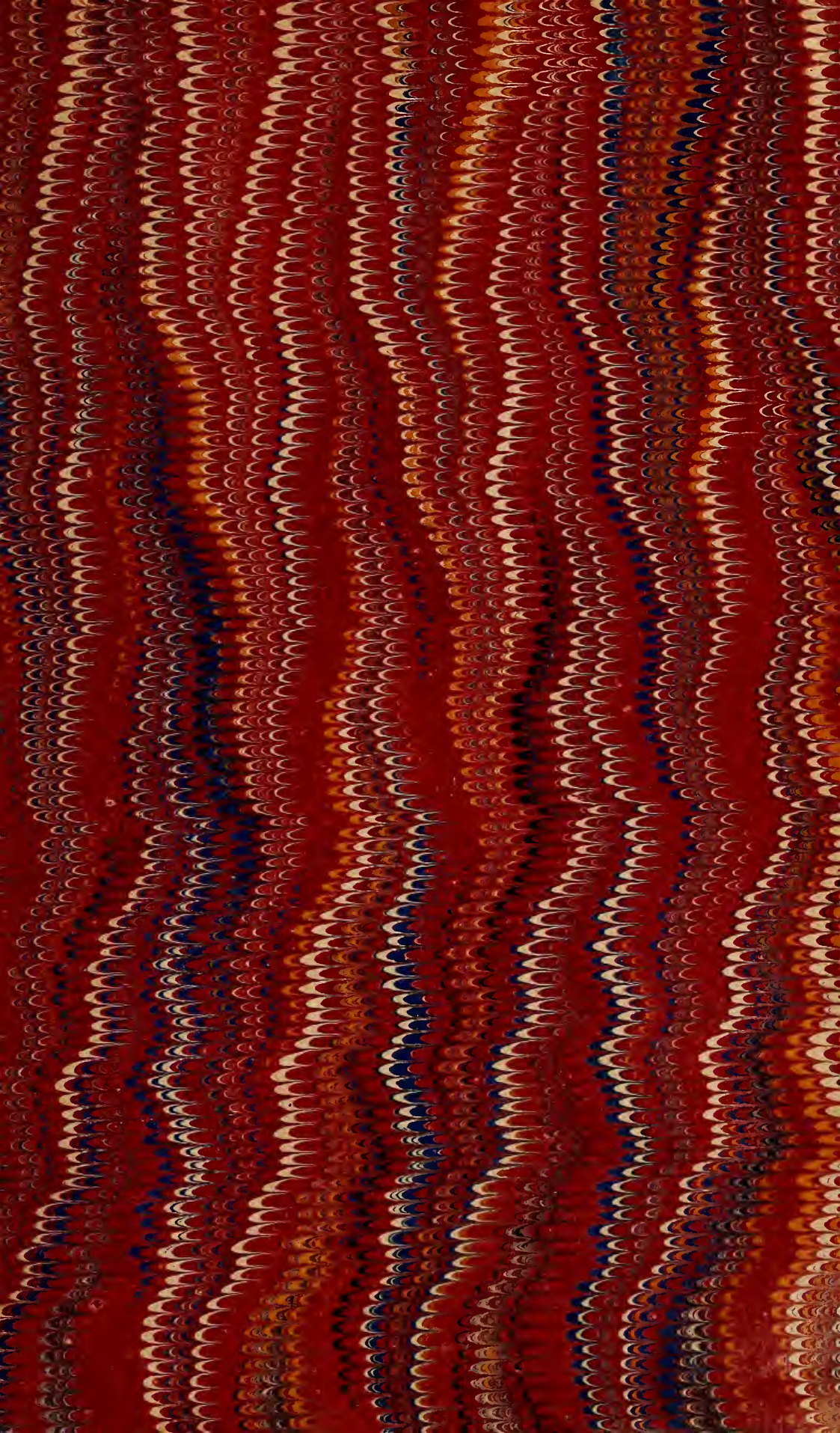
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